

Future Intelligence Simulation



Project Title	Future Intelligence Simulation
Project Summary	Modify an existing tabletop intelligence game so that it refers to an environment 20 years in the future. Play out story lines that illustrate the role of new capabilities that will be needed to meet emerging challenges.
Country	United States
Country/Region of Focus	Global

Project Description

"CIA: Collect It All" is an unclassified, commercially available game that simulates the activities of the intelligence community in dealing with international crises. (See: diegeticgames.com/cia-collect-it-all/) The game has several cards that are used to describe capabilities, crises, and actions that are familiar in the current international security environment. The task is to revise the cards so that they refer to a different security environment, one that could plausibly exist 20 years from now. Using the new game set, the team will elaborate several scenarios through game play. Results from game runs will be developed into presentations that highlight the changing demands on intelligence capabilities in future environments.

Required Skills or Interests

Skill(s)

Analytical writing

Design thinking

Educational design

Political Analysis

Research

Storytelling/bloggng/vlogging

Additional Information

All must have some interest in strategy games. There are roles for story writing, visual presentation, and game instruction and facilitation. The team will develop brief case studies in international conflict that will require both research and imagination. Within the team, some knowledge of emerging and disruptive dual use technologies will be needed.

IC analysts in the Washington DC area will participate in some game play. For that reason, at least two interns must be located in DC. Runs of the game may be conducted on campuses elsewhere. The publisher of the commercial game is an expert in game design and has agreed to serve as an advisor to this project.

Language Requirements

None